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GAMETEK

ZOOL™

NINJA OF THE "*Nth*" DIMENSION

INSTRUCTION BOOKLET
INSTRUCCIONES EN ESPAÑOL

SUPER NINTENDO ENTERTAINMENT SYSTEM

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ZOOL
THE NINJA FROM THE *"Nth"* DIMENSION

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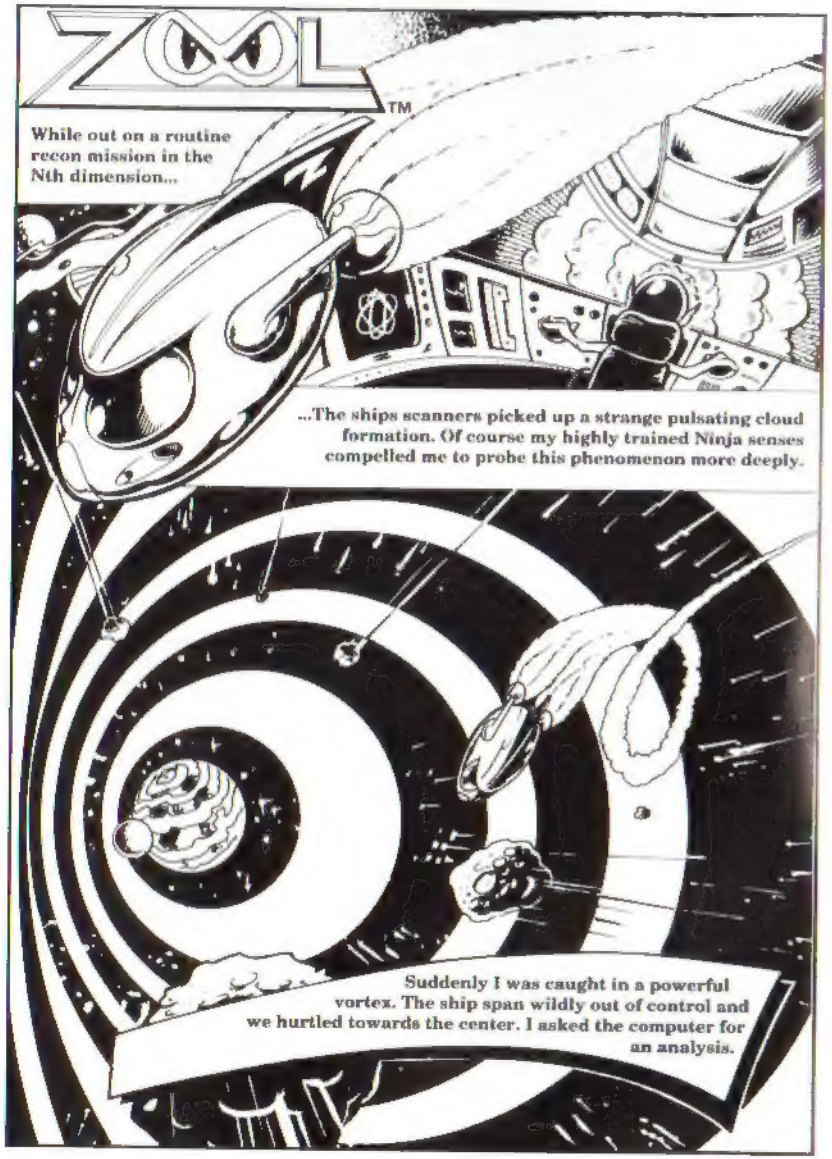
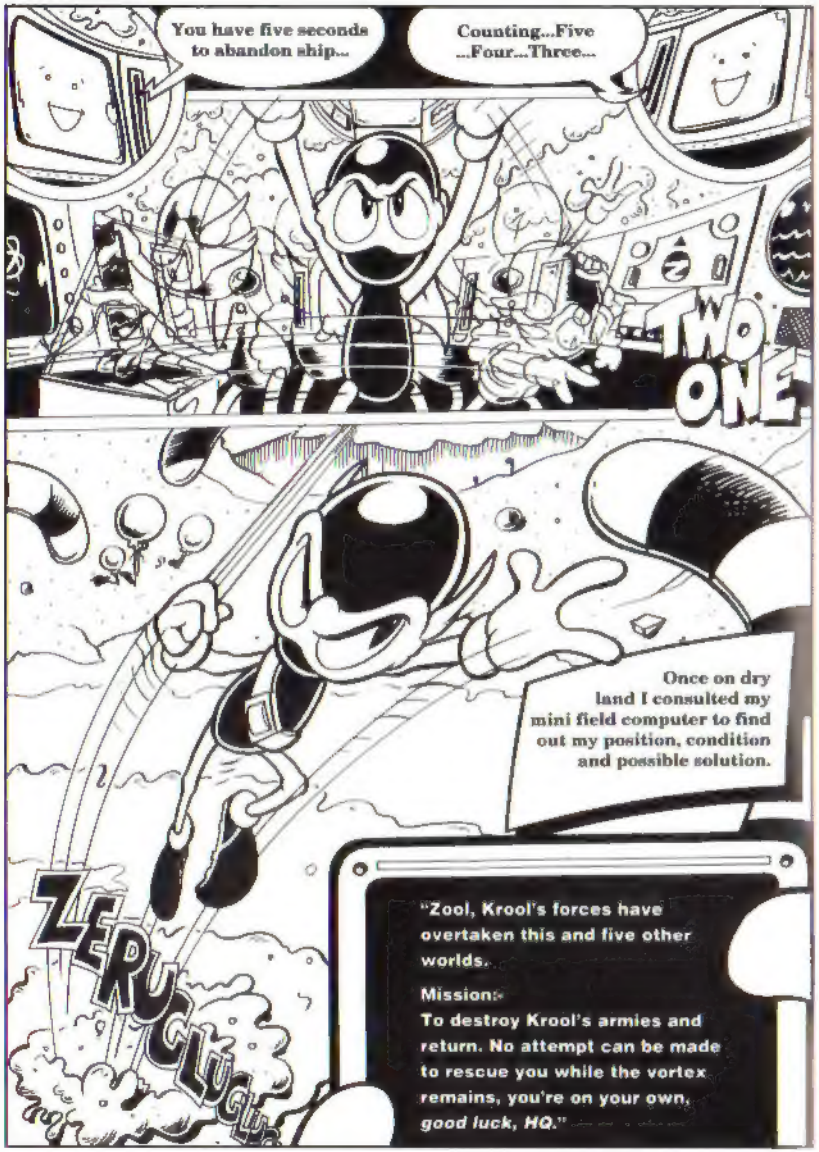

ZOOL
TM
While out on a routine recon mission in the Nth dimension...
...The ships scanners picked up a strange pulsating cloud formation. Of course my highly trained Ninja senses compelled me to probe this phenomenon more deeply.
Suddenly I was caught in a powerful vortex. The ship span wildly out of control and we hurtled towards the center. I asked the computer for an analysis.

Thanks for the Intelligence update!
"Zool, the ship is out of control and about to crash land. Have a nice day!"
WOOSH!
SPLAT!
"Warning! The ship is sinking in a custard lake!"



GETTING STARTED

1. Make sure that the power switch is 'Off' on your Super Nintendo Entertainment System.

2. Insert the Zool Game Game Pak into your system by following the instructions in your system manual.

3. Plug a controller into port 1.

4. Turn the power switch 'On'. If nothing appears on the screen, re-check your Game Pak to ensure it is inserted correctly

ZOOL: THE NINJA FROM THE Nth DIMENSION

In Zool you play the part of the Interstellar Cosmos Dweller from the Nth dimension. The Nth dimension isn't one specific place; it is everywhere. It is imagination and Zool is its guardian, Protector of Creative Thought and Defender of Positive Action.

You must take Zool to the edges of the known universe and beyond, guiding our hero through six worlds, and back to his home, the Nth dimension. It may sound easy, but these are places I wouldn't want to walk through on my own at night.

Krool and his assistant Mental Block have been real busy here. Together, they have gathered the forces of non-imagination turning ordinary objects into deadly assassins. You'll certainly need to develop your Zooling skills to overcome these and the other challenges which await.

Explore the levels, despatch as many of Krool's Legionaries as you can, pick up the bonuses, find the exit and defeat the end of level beastie (oh, and don't forget to keep an eye on the clock)!

Easy, huh? Don't worry... you'll soon get the hang of Zool and there are many items to help you. This is going to be one journey you'll never forget. It's going to be, well...WEIRD!

THE MAIN MENU SCREEN

When the game is loaded, pressing **Start** will take you from the Titles to the Main Menu Screen.

You will be presented with three Menu Options:

START
This will take you to the start of the game.

OPTIONS
This will allow you to alter three options which will affect the game in the following way:

Skill:
Easy, Medium or Hard. This effects the number of bonuses you need to complete each level and the time you are allocated. On Easy level you need 50% of the bonuses, on Medium 75% and Hard 99%. It will also determine the number of lives you get per continue: 7 on Easy, 5 on Medium and 3 on Hard.

Music:
This option allows you to turn the music on or off.

Continues:
Allows you to alter the number of Continues. The maximum is Five, but black-belt Zoolers may be able to do it in one.

To highlight a particular option, use up and down on the Control Pad. You can then alter it by moving left and right on the Control Pad at the highlighted option.

Press **Start** to exit.

CONTROLS
All of Zool's actions are controlled by using the Control Pad. He's a very versatile character, but after a couple of tries, controlling Zool is simplicity itself.

You can allocate of the following 4 Zool actions to any button on your joypad :

Flip Hold down the selected button and run into a wall for a Zooling somersault.

Fire Zool will destroy his enemies with a volley of fireballs.

Jump Zool performs a leap!

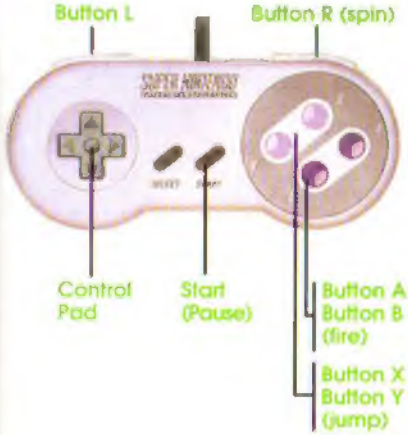
Spin Pressing this while in the air will allow Zool to spin, destroying a multitude of enemies.

Use up and down, to select an option, and then press the button you wish to allocate that action to.

ZOOL

IN THE GAME
D-Pad Controls

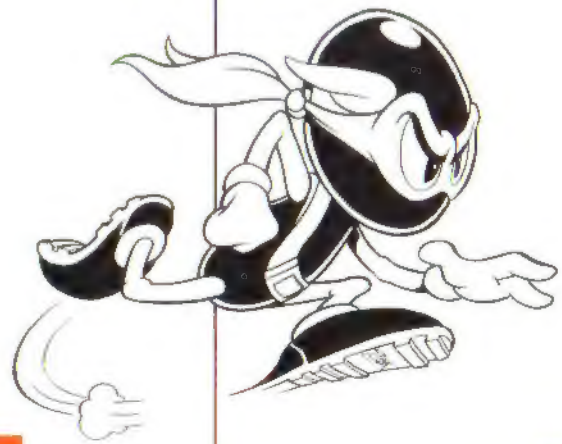
Up	Climb Up Walls
Down	Climb Down Walls/ Duck
Right	Run Right
Left	Run Left
Left & Down	Sliding kick left
Right & Down	Sliding kick right
Start	Pauses Game



THE MAIN PLAYING SCREEN

Once the game has begun, the Main Playing Screen will look something like the one above. The labels are as follows:

1 Number of Bonuses collected
2 Direction of Exit
3 Time
4 Health: If this runs out Zool loses a life.
5 Number of Lives Remaining
6 Score
7 High score



RESTART POINTS

On each level there are a number of restart points to find, and if you hit these, you will begin your next life from that spot . They are easy to spot and you'll soon be hitting them automatically. On each of the levels, they are a button and light on a sign. This will flash when you hit it.

BONUS HEARTS

Occasionally, when you destroy an enemy, a small heart will appear and start to fly skyward. If Zool can grab it, he will increase his health.

THE WEAPONS AT ZOOL'S DISPOSAL

To help Zool in his quest there are a number of weapons situated around the seven worlds that will either enhance his powers, or enable him to destroy Krool's armies:

Bomb:
This smart bomb will blitz all enemies on the screen, when Zool collects it.

Jumping Zool:
Just the thing to scale the heights, when normal Zooling's not enough. Make the most of your talent: it won't last long.

TwoZool:
This weapon splits Zool into two, creating a shadow Zool. Zool can now Fire twice as many times and is even more agile. Be careful though, it can get confusing.

Shield:
Invincible Zool! This will make Zool invulnerable to attack. Guess what though? It wears off after a short time as well!

1UP:
An extra life. Very useful.

OVER 'N' OUT!

That's all you need to play Zool, but there's a lot more to learn. There are so many things waiting to be discovered, including hidden rooms featuring... well, you'll see. Just a few words of advice, things are not always as they seem; there are walls that aren't walls, puzzles to work out which will test your ninja skills to the Nth degree. Don't hang about, the timer's already running down. Just get going and prepare to Zool your way back to the Nth Dimension.

GOOD LUCK!

THE BAD GUYS

It looks as if everything is out to stop you. Not only is the terrain on these worlds pretty hostile, but there's the small matter of Krool's strange minions to overcome. We cannot tell you about all the creatures you will meet on your journey as not much is known and Krool is adding to his forces all the time, but to help you on your way, here are just some of the weird menaces you'll be mixing it with.

THE SWEET WORLD

Humble Bee: These huge beasties take to the air and then home in on Zool.

Jelly: These terrors are everywhere. Despatch them easily with a quick kick, jump or missile.

Dodgy Jelly: Like a normal jelly, only this critter homes in on you.

Sweet Beastie: Fairly rare, but very nasty. These are the meanest dudes in the Sweet World: not only get in your way, but they'll launch a whole load of jelly beans at you whenever they can. Watch out!

End of Level Beastie: The Hum-Bug

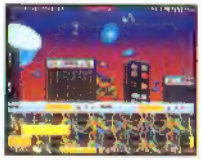
THE MUSIC WORLD

Walking Drums: These guys wear bullet-proof drumskins. Shoot from behind if you can, but a good kick or jump works just as well.

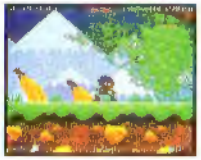
Violins: It's not arrows they fire but bows and, unfortunately for Zool, they seem to have a limitless supply. Too bad really, as it's so hard to get them that they're difficult to destroy, but don't hang around for too long they won't be shaken off easily.

Flying Cymbals: Whizzing round the screen like dive bombers. If you're not careful Zool will get more than an ear bashing.

End of Level Beastie: Jimmie's Killer Guitar



THE FRUIT WORLD



Carrots: Spitting carrot shrapnel. Zool had better turn these fellas into coleslaw! It's them or you.

Bananas: These yellow perils could cause Zool quite a slip up as they bounce along.

Flying Pea Pods: Flying through the sky these veggie bombers could land Zool with a nasty surprise. Accomplished Zoolers could see 'em off with a power-jump.

End of Level Beastie: Big Bad Banana.

THE TOOL WORLD

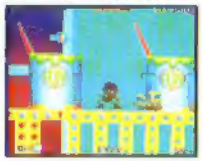
Drills: Emerging from the wall when you least expect and then retreating just as fast. They could leave Zool needing a few fillings. But listen, they could be of some use. How? You'll just have to find that out for yourself.

Saws: Look out for these ground dwelling horrors. If you're not careful, Zool'll be half the ninja he used to be.

Chopper: Hacking through the air, contact with this giant could make mince-meat out of Zool - literally. There's no dealing with it. **Avoid!**

End of Level Beastie: Giant Driller Killer

THE TOY WORLD



Tanks: These armor clad killers fire enormous missiles at Zool. They look in-destructible, but remember, they're only toys!

Bouncing Balls: All colors and sizes, burst them before the rebounding rogues flatten Zool.

Paper Airplanes: High-Flying Hazard? Origami as a Martial Art? Whatever you think, try power-jump and fire for a zooling dog-fight.

End of Level Beastie: Maxie the Robot.

THE DESERT ISLAND WORLD

Walking Flowers: Desert Lilies are not a laughing matter when they're spitting poison pips at you. Make short work of these petalled pests with a quick shot.

Clubbing Cacti: Swinging huge spiked arms at Zool whenever they get the chance. There's no combating these monsters. Steer clear.

Bouncy Bugs: Bouncy, bouncy eight times then rocket at you. These Kamikaze creeps need disposing of early if Zool's to avoid a pounding.

End of Level Beastie: Cactus Jake.

THE FAIRGROUND WORLD

Toffee Apples: These mutant toffee apples are only too happy to share their toffee with Zool. Trouble is, it's still red hot.

Dodgems: Looking to give Zool a bump he'll not forget in a long while. Get them before they do a hit and run.

Hammers: So, a blow from one of these is bad for you. No surprise there, but try not to destroy them, as they will prove useful. (You'll need to figure out exactly how yourself, though.)

End of Level Beastie: The Unmentionably Indescribable Two Eyed Thingy.

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